DOCUMENT RESUME

ED 104 110 EC 072 224

TITLE	Involving Handicapped Cub Scouts: Cubmaster's Guide. Cub Scout Leader Development.
INSTITUTION	Boy Scouts of America, New Brunswick, N.J.
PUB DATE	[74]
NOTE	8p.; For related information, see EC 032 628, EC 032 681, EC 061 029, EC 061 260, EC 072 222-225
AVAILABLE FROM	Boy Scouts of America, New Brunswick, New Jersey (no. 3848, $0.30)
EDRS PRICE	MF-$0.76 HC Not Available from EDRS..PLUS POSTAGE
DESCRIPTORS	Childhood; Exceptional Child Education; Group Discussion; *Handicapped Children; *Leadership Training; Males; National Organizations; *Normalization (Handicapped); *Peer Acceptance; Recreational Programs; *Teaching Guides
IDENTIFIERS	*Boy Scouts of America

ABSTRACT

The Cub Scout Leader Development Guide is designed to train adult leaders to conduct discussions and set up activities that foster understanding and involvement of the handicapped in den and pack programs. Stressed are development of the handicapped individual's ability and potential as well as similarities between handicapped and nonhandicapped boys. Described are procedures for conducting an orientation session for den leaders, first and second den meetings (including activities such as rap sessions and simulation games related to handicapping conditions), and the first den meeting with the handicapped cub scout. (LH)

ED104110

Cub Scout Leader Development

DEPARTMENT OF HEALTH
EDUCATION & WELFARE
NATIONAL INSTITUTE OF
EDUCATION

INVOLVING HANDICAPPED CUB SCOUTS

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Cubmaster's Guide

Boy Scouts of America

INVOLVING HANDICAPPED CUB SCOUTS
CUBMASTER'S GUIDE

PURPOSE

The purpose of this development experience is to have the Cubmaster or his selected adult leader set up and conduct a project and discussion session with the den leaders to establish the atmosphere and acceptance essential to involving handicapped boys.

OBJECTIVE

As a result of this training experience the pack membership should be able to:

1. Fit the handicapped Cub Scout into the normal program of his den and Cub pack and, when the need exists, be able to tailor the program to his needs.

2. Involve the handicapped Cub Scout by emphasizing his individual program abilities.

3. Develop the full potential of the handicapped Cub Scout through the advancement program.

4. Develop self-confidence in the den leaders' ability to reach and serve handicapped boys.

5. Minimize the concern that a handicapped boy might hold back the pack.

REFERENCES

Games for Cub Scouts	No. 3844
Crafts for Cub Scouts	No. 3843
Skits and Puppets	No. 3842
Cub Scout Activities	No. 3837
Cub Scout Fun Book	No. 3215
Webelos Den Activities	No. 3853
Scoutmaster's Library Kit	No. 6530
Scouting for the Physically Handicapped	No. 3039
Scouting for the Mentally Retarded	No. 3058
Scouting for the Deaf	No. 3060
Scouting for the Visually Handicapped	No. 3063
Aids for the Handicapped	No. 3075

BOY SCOUTS OF AMERICA
North Brunswick, N.J.
No. 3848 Printed in U.S.A. 2.5M1074

DEN LEADER'S ORIENTATION SESSION

This session is conducted by the Cubmaster or his selected adult leader for all adult den leaders in the pack. It is designed to prepare them for conducting an orientation activity at each of the two den meetings prior to the meeting when the handicapped boy joins the den. Also provided and reviewed is a suggested agenda for the handicapped Cub Scout's first meeting.

GENERAL INFORMATION

It is recommended that in advance of this den leader's orientation, the Cubmaster and the involved den leader visit with the parents and meet the handicapped boy. This is done to learn something about his handicap, his abilities, limitations, and what he is not physically allowed to do. Some handicapped boys may attempt to perform feats which could harm them, in an attempt to "be like the others." Try to learn whether he knows any of the boys in the den.

The den leader should hold two orientation sessions with the den, the first two meetings before the new boy is to join. The assistant den leader and den chief should share in planning these meetings and should be knowledgeable of the boy's condition. These sessions should be held to about half of the meeting.

PROCEDURE FOR DEN LEADER ORIENTATION

The Cubmaster arranges the best possible time and place for the session, and then after becoming completely familiar with the contents of this booklet, conducts an orientation that includes the following items:

- Open with a brief rundown of the objectives of this experience as listed on inside cover.
- Take the den leaders through all three meeting agendas, explaining approach and demonstrating all games, projects, etc. In advance, reproduce copies of the two den meeting agendas on pages 2 and 4 for all leaders.
- Check to be sure all den leaders have correct dates scheduled for meetings.

FIRST PACK MEETING WITH HANDICAPPED BOY

Cubmaster should consider these suggestions:

- Have the den introduce their new member.
- Use your normal induction ceremony, including the induction of the boy's parents, and put some emphasis on the Law of the Pack and motto, Do Your Best (DYB). If you wish, and feel it is appropriate, you might make reference to the boy's handicap in the induction, such as: "Of course the words 'To Help Other People' may take on a new meaning to you that other members of our pack might miss," or "With your heightened awareness of sound, you might hear things most boys would miss," etc.

DEN LEADER MEETINGS AGENDAS

(To be reproduced locally for den orientation for handicapped boy.)

FIRST DEN MEETING AGENDA

EQUIPMENT NEEDED

Blackboard and chalk, materials necessary for simulation games such as material for blindfolds, newspapers, rope.

CHALKBOARD SESSION

Set up blackboard and announce a "rap" session. Tell the boys that they are getting a new member. If they do not know him, name him and explain that he is a bit different from them, but only in one area. Ask boys to tell and list on the board those things that we all can do, such as feel, smell, run and walk, ride bicycles, etc. Deliberately leave out the area in which the boy is handicapped: then point out that he can do all of these except the one thing he cannot do: see, hear, walk, etc.

If Cub Scouts know the boy, have them share experiences they have had. Ask for ways in which they may have already helped him.

Use the listing below as a way of describing how the handicapped Cub is more like nonhandicapped boys than he is different:

- Want recognition
- Like competition
- Want friends
- Want adventure
- Like crafts
- Want to achieve
- Want to be self-reliant
- Dislike nagging
- Rebel against authority
- Are turned off by criticism
- Want acceptance by others
- Like active games
- Have vivid imaginations
- Dislike being made fun of
- Can become proficient in skills
- Want to prove their abilities
- Believe in fair play
- Are sensitive to right and wrong

- Make sure that the boys understand that he is "all boy" in his interests, feelings, and goals. Explain the work "handicap" by showing that everybody has some kind of handicap--nobody can do everything, except perhaps Superman!

- Use the chalkboard to list a "handicap" for each member (include yourself, assistant den leader, and den chief) such as can't carry a tune, can't draw, can't throw a ball, etc.

- If no one knows the boy, describe his handicap in simple terms and explain that he may do some things differently than the den does. Make it clear that he is not going to get any special favors because of his

handicap. He too will be assigned den tasks and perform the same achievements they do. If anyone asks how he can do something such as whittling if he's blind, explain that the Cub Scout motto, Do Your Best, means that everyone does as much of each achievement as possible and that den members can help. Point out that usually when a boy has a handicap, such as blindness, he has developed his other senses to a greater extent than most other people.

If any den members are in the same school as the new boy, or attend the same church, ask them to welcome him to the den when they see him.

SIMULATION GAME

After talking about the boy's handicap, ask the members if they have an idea of what it would be like not to be able to do something they take for granted. Suggest a game to find out. The game played depends upon the handicap the new boy has, such as:

Blindness.--Blindfold the Cub Scouts and have them perform such things as "Bring me the blue pencil;" identify other Cubs by voice and locate where they are; write their names, etc.

Deafness.--No talking; let the boys try to communicate and give instructions by mouthing words, using signs, etc.

Crippled condition.--Loosely tie Cubs' feet together and have them try a relay race, or bind newspaper around one knee--so that they cannot bend it.

The den leader should try to simulate as realistically as possible the boy's handicap, using the information from the family interview. Remember, the handicap can be as simple as a stutter, or a reading or perceptual disability, but without the understanding of the other boys in the den, such a small handicap can make him an object of derision.

REMAINDER OF DEN MEETING

Continue with the business and activity parts of the den meeting as suggested in Cub Scout Program Helps. A three-legged race or one-arm catch game would be appropriate. Then after the game, ask the boys and the den chief to think during the week about suggestions for good games that the new boy can play, and ways that he can do his achievements and electives, ceremonies, etc.

CLOSING CEREMONY

Develop an Indian sign language ceremony (See Wolf Cub Scout Book, Elective 1, Secret Codes).

SECOND DEN MEETING

OPENING

Learn "Cub Scout Welcome Song" or "We're Glad To See You Here" (Cub Scout Songbook).

RAP SESSION

Ask the boys, assistant den leader, and den chief for their suggestions for games, ceremonies, achievements, etc. List suggestions on the chalkboard. If anyone suggests a game that is not familiar, try it out.

Explain the "buddy" system that the den will use: One boy each week will be asked to help the new Cub prepare for the next meeting and help with his achievements. Emphasize that the important factor is DYB (Do Your Best) and the boy who is helping the new Cub must be patient--not only because of the handicap but because he is a new Cub Scout.

SIMULATION GAMES

Select several Wolf or Bear achievements and have two Cub Scouts work together, with one Cub Scout as the handicapped boy and the other as the helper. Examples: Perform one of the feats of skill; set up a seed collection; tie a knot.

SONG

Practice the "Cub Scout Welcome Song" (or "We're Glad To See You Here") again for next week's meeting to welcome the new Cub Scout.

By this time the Cub Scouts have had enough preparation and should continue with regular activities for the monthly theme.

FIRST DEN MEETING WITH THE HANDICAPPED CUB SCOUT

BEFORE THE MEETING

Plan the meeting in advance with the assistant den leader and den chief, and assemble all equipment.

GENERAL SUGGESTIONS FOR THIS MEETING

- Important.--Introduce new boy to the den.
- Opening.--If you ordinarily have a ceremony to welcome a new boy, use it or a welcoming ceremony from the Den Leader's Book or Staging Den and Pack Ceremonies. However, if this has not been done in the case of other boys joining the den, don't single this boy out, but use any of your favorite openings.
- Icebreaker.--Choose a simple one from Group Meeting Sparklers. This choice could depend upon the abilities of the handicapped Cub Scout.
- Mutual Interest Session.--On chalkboard, set up lists of the boy

favorites in different fields, such as sports (list favorite stars in those sports), hobbies such as collecting baseball cards or making models, and favorite TV shows and school subjects (or maybe the subjects they most dislike!). This is a good way of showing boys how much they all have in common.

- Game.--See Games for Cub Scouts for a game in which the new boy can participate. One simple game that most boys will be able to manage is: Line up boys in two facing rows about 6 feet apart. Have the boys count off. Using a large light ball, such as a beach ball, call out numbers at random and have the boy with the ball throw or roll it to the number called. Do not let game go on too long.

- Activity period.--Crafts for Cub Scouts contains many suggestions for simple items that most boys can make. The den chief or assistant den leader should be assigned the specific task of helping the handicapped boy with his craft projects.

- Refreshments.-- Have this meeting end with a party. Most dens have some simple refreshments at their meetings, and in this case perhaps they could be a little more elaborate than usual as a welcoming gesture. Have the Cub Scouts sing the welcoming song they practiced last week.

- Closing.--The den leader should give a very brief talk on what is expected of each den member--that he does his best. Then tell the members what they will be doing at the next week's meeting and assign a buddy to help the handicapped Cub Scout start working on one of his achievements. (This Cub Scout could be the denner for the first week.) Close with the Living Circle.

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